

WHAT IS CLAIMED IS:

1 1. A method of simulating game state changes responsive to an interrupt
2 condition in a computer-implemented racing game, comprising:

3 generating an interrupt condition during the racing game at a first game state,
4 the first game state having a first set of statistics associated therewith;
5 responsive to said interrupt condition, simulating events that occur after the
6 first game state based on the first set of statistics so as to produce a second set of statistics
7 associated with a second game state; and

8 resuming the racing game in the second game state.

1 2. The method of claim 1, wherein the interrupt condition is a computer
2 generated condition.

1 3. The method of claim 2, wherein the interrupt condition includes a user
2 entered selection responsive to the computer generated condition.

1 4. The method of claim 3, wherein the computer generated condition
2 includes a yellow flag cautionary event, and wherein the user entered selection includes a
3 decision to make a pit stop.

1 5. The method of claim 2, wherein the computer generated condition is a
2 randomly generated cautionary event including one of a crash, debris on the track and [...].

1 6. The method of claim 1, wherein the interrupt condition is a user
2 generated interrupt.

1 7. The method of claim 6, wherein the user generated interrupt includes a
2 decision to terminate the race.

1 8. The method of claim 7, wherein the second set of statistics includes
2 statistics associated with an end of the game.

1 9. The method of claim 8, wherein resuming includes displaying final
2 results associated with the second set of statistics.

1 10. The method of claim 1, wherein the first set of statistics includes, for
2 each race participant, one or more of remaining fuel, tire wear, vehicle wear, and a relative
3 order.

1 11. The method of claim 1, wherein the first set of statistics includes driver
2 attributes for each race participant.

1 12. The method of claim 11, wherein the driver attributes includes at least
2 one of aggressiveness, control and race history information.

1 13. The method of claim 1, wherein the second game state is a completed
2 game state, and wherein the second set of statistics includes statistics associated with a
3 completed race.

1 14. The method of claim 13, wherein resuming includes displaying final
2 results associated with the second set of statistics.

1 15. The method of claim 14, wherein the second set of statistics includes a
2 final order of race participants for the completed race.

1 16. The method of claim 1, wherein the first set of statistics includes a first
2 order of race participants, and wherein the second set of statistics includes a second order of
3 race participants different from the first order.

1 17. The method of claim 16, wherein resuming includes displaying at least
2 a portion of the race participants in said second order.

1 18. The method of claim 16, wherein resuming includes restarting the race
2 with the participants in said second order.

1 19. A computer-readable medium including code for controlling a
2 processor to simulate game state changes responsive to an interrupt condition during a race in
3 a racing game, the code including instructions to:

4 retrieve a first set of statistics associated with a first game state from a
5 database in response to an interrupt condition;

6 simulate events that occur after the first game state based on the first set of
7 statistics so as to produce a second set of statistics associated with a second game state; and

8 store the second set of statistics to the data base.

1 20. The computer-readable medium of claim 19, wherein the interrupt
2 condition is based on user input.

1 21. The computer-readable medium of claim 19, wherein the interrupt
2 condition includes a user entered selection responsive to a computer generated interrupt
3 condition.

1 22. The computer-readable medium of claim 21, wherein the computer-
2 generated interrupt condition includes a yellow flag cautionary event, and wherein the user
3 entered selection includes a decision to make a pit stop.

1 23. The computer-readable medium of claim 19, wherein the code further
2 includes instructions to resume the game in the second game state.

1 24. The computer-readable medium of claim 19, wherein the interrupt
2 condition includes a user entered selection to terminate the race.

1 25. The computer-readable medium of claim 19, wherein the code further
2 includes instructions to generate the interrupt event based on a portion of the first set of
3 statistics.